

Editing a sequence

AE-06-0190

Editing a sequence from the Event List Editor

You can edit each event—cue or note—in a sequence separately.

Editing event information

Much of the information listed for each event can be edited on the Event List Editor panel by selecting it and entering a new value or selection. Some information for either cues or notes cannot be edited from this panel. The chart below lists the type of information available.

Button	Displayed
Events	Event start times.
RTEs	Real Time Effects—Mod Wheel, Pitch Bend, Pedal Controllers, Ribbon Controller, Breath Controller, Pressure Controller, MIDI Program change and System Exclusive messages.
Loops	The start and end points of loops.
Pitch Name	The pitch for FM and polyphonic sounds. The letter 'Q' appears for cues and cannot be edited.
MIDI Note #	MIDI key numbering. Middle C is key number 60.
Event Name	The name of the note or cue. The length of the name displayed is controlled by the Name Len field.

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Editing event information (con't)

Button	Displayed
Duration	The length of the event.
Start Time	The time at which the event is triggered.
End Time	The time at which the event ends.
Offset Time	The sequence time to which the event is synced.
Velocity	The speed of your keyboard attack.
Caption	Captions given to notes and cues. Note captions cannot be edited.

Editing a sequence from the Event List Editor (con't)

ADD IND LOOP—Adding independent loops

You can add an independent loop to a notelist on the Event List Editor panel.

1. Click the event before which you want to start the independent loop.
2. Click ADD IND LOOP.

By default an independent loop two measures long is added to the event list.

ADD NOTE—Adding notes

You can add an identical event before or after the selected event on the Event List Editor panel. The event can be added on the same or a different track.

1. Click the event before or after which you want to add a duplicate event.
2. If you want to duplicate the event before the selected event, click ADD NOTE -.
3. If you want to duplicate the event after the selected event, click ADD NOTE +.

Editing a sequence from the Event List Editor (con't)

ADD RTE—Adding real-time effects

Real-time effects, system exclusive and program change messages are displayed on the Events List Editor and can be added, deleted or edited.

Event Name	Abbreviation
Mod Wheel	Mod
Pedal 1	Pd1
Pedal 2	Pd2
Ribbon controller	Rib
Breath controller	Br
Pitch Bend	Ptc
Pressure	Pre
MIDI Program Change	Mpg
MIDI System Exclusive message	Sys

1. Click SET DISPLAY CONTENTS and display Events, RTEs and Pitch Name.
2. Click the event after which you want the effect or message added.
3. Click ADD RTE.

Mod (Mod Wheel) and a value 100.0 are inserted after the selected event at the same start time.
4. You can select a different effect or message by clicking the abbreviation and typing a different one.
5. You can change the value or number of the effect or message by clicking it and entering a new one.

BOUNCE—Bouncing a track

You can use the bounce feature of the Event List Editor panel to move a sequence track or to duplicate it onto another sequence track.

1. Click the SELECT TRACKS button at the bottom of the panel.
2. Click the BOUNCE button.
3. Type the number of the source and destination track into the dialog.
4. If you want to move the track, click the BOUNCE button again.

If you want to duplicate the track, click [COPY TRACK] in the dialog and then click the BOUNCE button again.

***Editing a
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Editor (con't)***

COPY—Copying an event

You can duplicate one or more events on the Event List Editor panel from one time and track onto another time and track.

1. Click COPY at the bottom right of the panel.
2. Drag one or more events to any time or track.

The time displayed at the top left of the Event List Editor panel shows the current event time of the duplicated cue. When you release the button, a copy of the event is placed at the new time or track.

DELETE EVENTS—Deleting events

You can delete one or more events from the Event List Editor panel. This removes them from the sequence.

1. Click DELETE EVENTS at the right end of the panel.
2. Select the event(s) you want to delete.
3. Click DELETE EVENTS again.

The selected events are deleted from the events list.

***Editing a
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ERASE—Erasing one or more sequence tracks

You can erase all events on one or more sequence tracks on the Event List Editor panel.

1. Click the SELECT TRACKS button at the bottom of the panel.
2. Solo any track(s) to erase.

If no tracks are soloed, all tracks will be erased.

3. Click the ERASE button and respond to the dialog.
3. Click the ERASE button again.

The soloed sequence tracks are erased.

MOVE—Moving an event

You can move one or more events on the Event List Editor panel from one time and track to another time and track.

1. Click MOVE at the bottom right of the panel.
2. Select one or more events and drag to another time or track.

The time displayed at the top left of the Event List Editor panel shows the current event time of the moved event. When you release the trackball button, the event moves to the selected time or track.

You can also move an event by changing the Start time or by using the Lock button.

1. Display the End time of an event.
2. Click the Lock button of the cue you want to move to lock the cue duration.
3. Enter a new End time for the selected event.

The event is moved to the new End time in the sequence.

Editing a sequence from the Event List Editor (con't)

RIPPLE EDIT—Using the ripple edit

Normally when you edit an event, only the individual event on the Event list Editor panel is affected. When the ripple edit feature is turned on, editing an event can change the entire list of events simultaneously.

For example, when the ripple edit is turned on, one second is added to the individual event and all subsequent events as well.

1. Click the SET EDIT FEATURES button at the bottom of the panel.
2. Click the ON button after RIPPLE EDITS.
3. If you want to verify each edit before it is completed, click the VERIFY button after RIPPLE EDITS.

After each edit, you must now click the VERIFY button in the first row of the commands in order to complete the operation.

Backtiming

The locking mechanism can be used for backtiming cues on the Event List Editor panel. When the lock is turned on, the end time does not change when you change the start time or duration of an event. In this way, you can always keep the end time of a cue synchronized to a spot in the picture.

1. Display the end times of the events.

A column of Lock (L) buttons appears.

2. Click one of the Lock buttons.

The lock function is turned on for all events on the track.

3. If you change the start time or duration of an event, the end time does not change. The duration of the event changes to accommodate the start or duration time change.

If you change the end time of an event, the event moves to the new location, keeping the duration the same.

Editing a sequence from the Event List Editor (con't)

Chaining events

A chain is a list of events, either notes or cues, which are timed to trigger one right after the other. Events already placed on a track in the Event List Editor panel can be chained by dragging their times.

- Drag the end time of one event to the start time of the event following it. Continue for all events you want to chain.

The ripple edit function can be combined with chaining to quickly rechain a list from which one or more events has been deleted.

1. Display the SET EDIT FUNCTIONS button and turn ripple edit ON.
2. Delete an event from the chain.
3. To rechain all the events, so that there is no gap between events, drag the end time of the event that was before the deleted event to the start time of the event that was after the deleted event.

The change ripples down the list of events, removing the gap. All events are rechainned. The event durations stay the same.

Volume and output control

When four or fewer tracks are displayed on the Event List Editor, the track volume appears at the top of each track column. Any value from 0.0 to 100.0 percent can be entered, although you cannot set the volume of an empty track. The default volume is 100.0.

- Enter a volume setting and press Return.

When six or fewer columns are displayed on the Event List Editor, the cuelist routing appears at the top of each track column (default routing appears as **). All cues assigned to an output play back through that output (multitrack cues are subject to restrictions). Cuelist routing assignments are saved with the sequence.

For more information on volume and output control, see "Track routing" in the *Studio Operations* manual.

**Bouncing a
cuelist to a
Direct-to-Disk
track**

Bouncing a cuelist to a Direct-to-Disk track is a way to save your best cues and then erase the other tracks to make room for more recording. The bounced audio remains in the digital domain and retains its original recorded quality. There is no delay recording to the track when bouncing audio.

Make sure you are familiar with the section "Track routing" in the *Studio Operations* manual and the section "Preparing to record" in the *Audio Recording* manual.

Setting up to bounce a cuelist

You can bounce a cuelist by routing it to the same Direct-to-Disk output that is the source of input for the destination track.

- 1. Click the Digital Transfer BOUNCE button in the Selection panel to turn on digital bounce.
- 2. Display the Project Manager in the Show Project mode, the Record Control, Sequencer Motion Control and the Event List Editor panels.
- 3. On the Project Manager, set the following parameters for the destination Direct-to-Disk track.

	Status	Mode	Input
Destination	Ready	Input	OUT 1-16

- 4. In the Event List Editor, at the top of the sequence column, enter the same output number entered in Step 3 and press Return.
- 5. Set the Record Control panel's Mode and Trigger switches for the type of recording you want to do.

Bouncing a cuelist

You are now ready to start the digital bounce.

1. Click READY on the Record Control panel.
2. Click RECORD on the Record Control panel.
3. Click START on the Sequencer Motion Control panel.

The cuelist output is recorded onto the destination track.

4. Click STOP on the Record Control panel when you want to stop recording.
5. Click STOP on the Sequencer Motion Control panel when you want to stop the bounce.
6. Click Digital Transfer OFF in the Selection panel to turn off digital bounce.